

AGB-A2ME-USA

GAME BOY® ADVANCE

ALL-MADDEN

John Madden



11

EA
SPORTS™

MADDEN
2002



INSTRUCTION BOOKLET



PLAYERS.COM

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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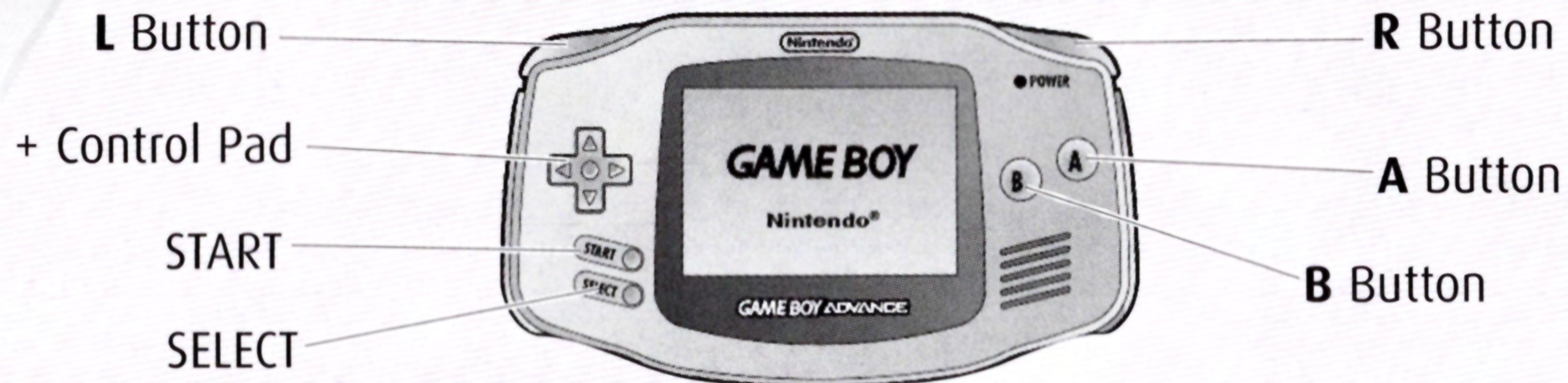
THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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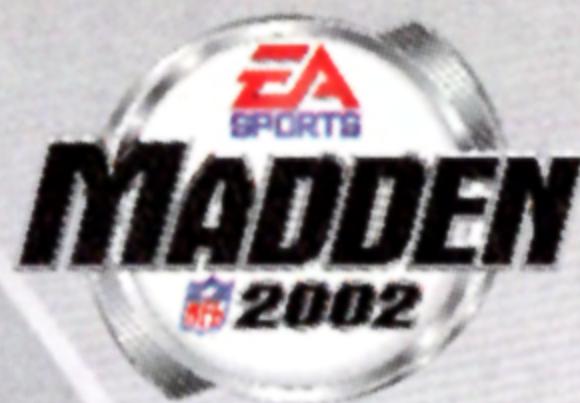
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STARTING THE GAME GAME BOY® ADVANCE SYSTEM



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance
Never insert or remove a Game Pak when the power is ON.
2. Insert the *Madden NFL™* 2002 Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo Logo and legal screens appear.
4. Press **START** to advance to the Main menu. (► *Main Menu* on p. 9).

COMPLETE GAME CONTROLS



MENU OPTIONS

ACTION

Highlight option

Select option

Previous screen

CONTROL

Control Pad

A Button

B Button

GAME CONTROLS

KICKING/PUNTING GAME

Snap the ball

A Button

Aim kick (after the ball is snapped)

Control Pad ↔

Set **kicker in motion** / Kick the ball

A Button

Fair Catch (Receiving Punts)

SELECT

OFFENSE (BEFORE THE SNAP)

Set a man in motion	Control Pad ↵
Call an audible	B Button and then A Button, B Button, or R Button
Cancel an audible	L Button
Snap the ball	A Button
Fake snap	SELECT

RUNNING

Run	Control Pad
Hurdle	R Button
Dive	L Button
Spin	B Button
Speed Burst	A Button
Dive/QB slide (QB only)	L Button
Lateral the ball	SELECT

PASSING

QB scramble	Control Pad
Call up Passing Symbols	A Button
Pass to receiver	A Button, B Button, L Button, or R Button
Throw the ball away	SELECT

RECEIVING

Control receiver closest to the ball **A** Button

Jump/Catch pass **R** Button

Dive **L** Button



DEFENSE (BEFORE THE SNAP)

Reposition player Control Pad

Select player **L** Button or **A** Button

Show blitz **R** Button

Call an audible **B** Button and then **A** Button, **B** Button, or **R** Button

Cancel an audible **L** Button

DEFENSE (AFTER THE SNAP)

Select defender closest to the ball **A** Button

Speed Burst/Power Tackle **B** Button

Run Control Pad

Jump/Raise Hands **R** Button

Dive **L** Button

INTRODUCTION

Madden NFL 2002 puts you on the field and inside the huddle like never before. With all 32 NFL teams, all the players, and legendary All-Madden gameplay, all the hits of the NFL are one play away. *Madden NFL 2002*—the domination continues.

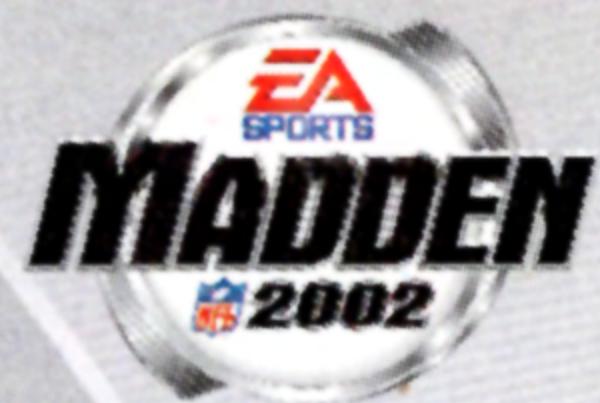
KEY FEATURES

- ❖ **Tournament-Tested Gameplay**—Madden-style gameplay delivering in your face, smash-mouth football.
- ❖ **The Real NFL™**—All 32 NFL teams plus the All-Madden Team and expansion Houston Texans.
- ❖ **All The Hits, All The Glory**—Play the entire NFL 2001–2002 season all the way to the Super Bowl.



For more info about this and other titles, check out EA SPORTS™ on the web at
www.easports.com.

GETTING STARTED



Before taking the field, select a game mode from the Main menu.

MAIN MENU



- ▷ Press the **A** Button to select any options from the Main menu.

PLAY NOW

Play a four-quarter turf war against any team in an Exhibition game.

- ▷ **To select a team**, press Up/Down on the Control Pad from the Team Select menu. The team's logo appears (press Left/Right on the Control Pad to toggle Home and Away teams). To advance to the Game Rules screen, press the **A** Button or **START**.
- ▷ **To change your Game Rules**, highlight an option by pressing Up/Down on the Control Pad, and then press Left/Right on the Control Pad to change the option. To advance to the Controller Setup screen, press the **A** Button or **START**. For more information, ➤ *Game Rules* on p. 12.
- ▷ **To control a team**, press Left/Right on the Control Pad in the Controller Select screen and a Game Boy Advance controller icon appears under the logo of the team of your choice. Press **START** to reach the Pre-Game Show menu. For more information, (➤ *Pre-Game Show* menu p. 13).
- ▷ **To Begin The Game**, press **START** to reach the field after all your pre-game adjustments have been made. For more information, (➤ *On the Field* on p. 18).



SEASON PLAY

Play a full 16-game NFL season and test your skills week in and week out or skip the regular season and jump right into a single elimination playoff.

- **To Begin A New Season:** Highlight NEW NFL SEASON from the Season Play Menu and press the **A** Button or **START**. The Schedule for Week 1 appears. Highlight a game on the schedule (Control Pad Up/Down) that you wish to play and press the **A** Button. A red checkmark appears. Press **START** to advance to the Controller Setup menu, the Pre-Game Show menu, and then take the field.
- **To Begin A New Playoff:** Highlight NEW NFL PLAYOFF from the Season Play Menu and press the **A** Button or **START**. The Schedule for the Wildcard Playoffs appears. Highlight a game on the schedule (Control Pad Up/Down) that you wish to play and press the **A** Button. A red checkmark appears. Press **START** to advance to the Controller Setup menu, the Pre-Game Show menu, and take the field.



NOTE: Quitting a playoff game that is tied automatically rewards the home team with a win.



NOTE: When selecting NEW NFL PLAYOFF teams are selected at random.

GAME RULES

Below are explanations of the Game Rules for *Madden NFL 2002*.



NOTE: Default settings in this manual appear in **bold** type.

QUARTER LENGTH

Set the length for game quarters to 3, **5**, 10, or 15 minutes.

LOCATION

Select the location of the game. You can play at any stadium in the league.

WEATHER

Select the weather conditions for your game to FAIR, WINDY, RAINING, SNOWING, NIGHT, or VARIABLE. Dome stadiums are excluded from this option.



NOTE: The weather condition default is based on location

ENDURANCE

Play your game with player Endurance **ON**/OFF. When ON, players fatigue during gameplay.

TEAM MATCHUP

The Team Matchup allows you to see how your team measures up to your opponent. The Team Matchup screen appears after the user controlled team has been selected.



PRE-GAME SHOW MENU

From the Pre-Game Show menu you can make last-minute adjustments before kickoff. When you're ready, send your captains out to mid-field for the coin toss.

START GAME

Strap on the helmet and take the field. But before the kickoff, proceed to the Coin Toss and then get ready for some hard-hitting NFL action!

GAME PLAY OPTIONS

Adjust your Pre-Game options.

Set Audibles: Select the audibles available to your offense and defense during a game.

▷ **To set an audible,** highlight OFFENSE or DEFENSE and press the **A** Button. The Audible screen appears. Select the desired audible Button that you wish to set and press the **A** Button. When the new audible is set, press **START**. On the Formation, Set and Play level you can cancel the audible by pressing the **L** Button.

Skill Level: Set the game skill level at PRO, for the novice players, or **ALL MADDEN** for the experienced football gamers.

Penalty Levels: Select the frequency in which penalties are called. When the sliders are high, penalties are called more often during a game.

Set Offense Control: Select the offense control to **AUTOMATIC PLAYER CONTROL** or **MANUAL PLAYER CONTROL**. When set at Manual player control, you can select the player that you want to control on offense before the ball is snapped. Defensive control is not affected.



NOTE: Set offense control is only available for the home team.

Set Music: Turn game and menu music **ON/OFF**.

Pass Catch Mode: Set the Pass Catch mode to **MANUAL** or **AUTO**. When set to **MANUAL**, you take control of the receiver while the ball is still in the air. When set at **AUTO**, the CPU runs the route for the receiver but you can take control after a pass completion.



Passing Mode: Set the Passing mode to **FOUR RECEIVERS** or SINGLE RECEIVERS. In SINGLE RECEIVERS mode, only one receiver is available to catch a pass. In Four Receiver mode up to four receivers are available.

SUBSTITUTIONS

Rearrange your starting lineups and depth charts for both offensive and defensive play set formations.

To make a substitution:

- » Select OFFENSE, DEFENSE, GLOBAL OFFENSE, or GLOBAL DEFENSE and press the **A** Button. Select a formation and press the **A** Button again. Select a position that you want to sub for and press the **A** Button. Press the Control Pad Up/Down and highlight a player to sub out of the Active starting lineup and press the **A** button. Highlight the new player in the Available Players column and press the **A** Button. Press the **L** Button or **R** Button to toggle between the players' names and their positions. Press the Control Pad left or right to toggle the attribute category. The players involved are now reshuffled in the depth chart.



NOTE: When making subs for Global Offense or Global Defense, all formations are affected.

EA SPORTS TICKER

View the scores for all games during the week (Season and Playoff modes only).

CREDITS

Review game credits for *Madden NFL 2002*.

SEASON / PLAYOFF PLAY PRE-GAME MENU

NEW NFL SEASON

Begin a new 16-game NFL season.

NEW PLAYOFFS

Begin a new playoff round of football.

SEASON RULES

Set the rules for an upcoming Season or Playoff. For more information, ➤ *Game Rules* on p. 12.

LEAGUE STANDINGS

View the season standings by league, conference and division. Press the **L** Button or **R** Button to view the standings by league, conferences, and divisions.

CONT. SEASON/ PLAYOFFS

Continue the current Season or Playoff.



NFL SCHEDULE

Once you have selected a New NFL Season or you have chosen to continue a Season you will be taken to the NFL Schedule.

NFL SCHEDULE

From the NFL Schedule you can view the schedule for any team by pressing the **L** Button or **R** Button.

TEAM SCHEDULE

You can view the schedule of any team by highlighting them and pressing the **A** Button.

ON THE FIELD

It's a four-quarter battle for NFL supremacy.

GAMEPLAY SCREEN



COIN TOSS

Before the kickoff, the team captains meet mid-field for the coin toss. When the coin is in the air, the visiting team makes the call (press Left/Right on the Control Pad to select Heads or Tails).

The winner of the coin toss chooses to kick or receive the opening kickoff (press the **A** Button or **B** Button) while the loser chooses to defend either the Home or Visitor end of the field (press the **A** Button or **B** Button). The teams then take the field.



KICKOFF

To kickoff, press the **A** Button to set the kicker in motion. The Power Meter begins moving upward—the higher the meter, the higher the power. Press Left/Right on the Control Pad to aim the kick. Press the **A** Button again to stop the meter and kick the ball.

ONSIDE KICK

If your team is losing late in the game and you've just scored, try an onside kick and attempt to regain control of the ball.

To make an onside kick:

- 1.** Press **B** Button and then the **A** Button or **R** Button to get in the onside kick formation.
 To return back to a normal Kick, press the **B** Button and the **B** Button again.
- 2.** Press the **A** Button to perform the Onside Kick. The ball is kicked a short distance and your team can try to recover the ball.

KICKOFF RETURN

The kickoff return man is automatically positioned to catch the ball. If he catches the ball in the open field, press Control Pad Up (and Left/Right) to gain yards. If he catches the ball in the end zone, you can either try to gain yards, or remain in the end zone for a touchback. On a touchback, the offensive drive begins on the offense's 20-yard line.

OFFENSIVE PLAYS

March your team down the field for the winning score. When your offense gathers in the huddle, select an offensive formation and play. Be sure to call a play and snap the ball before a delay of game penalty is called.

To choose a play on offense:

1. Press the Control Pad Up/Down to scroll through the different formations.
2. Press the **A** Button, **B** Button, or **R** Button to select a formation. The set for the formation appears.
3. Press the Control Pad Up/Down to scroll through the different sets.
4. Press the **A** Button, **B** Button, or **R** Button to select a set. The plays for the formation appear.



- 5.** Press Control Pad Up/Down to scroll through the different plays.
- ▷ Press **SELECT** to flip the direction of a play.
- ▷ Press **L** Button to cancel the set and formation.
- 6.** Press the **A** Button, **B** Button, or **R** Button to select a play.

RUSHING PLAYS

Run the ball down their throats. Take control of your running backs after the hand-off or watch the computer execute the play.

- ▷ After you press the **A** Button to snap the ball, the computer executes the hand-off or pitch automatically. To take control of the ball carrier, press the Control Pad in any direction. If you do not press the Control Pad, the computer runs the play for you.

PASSING PLAYS

Go for broke with a long bomb or take what the defense gives you with a short-yardage bullet pass.

To execute a passing play:

- 1.** Press the **A** Button to snap the ball.

2. Use the Control Pad to control the quarterback, moving out of the pocket if necessary to avoid the defensive linemen.
3. Press the **A** Button to call up the passing icons.
4. Press the **A**, **B**, **R**, or **L** Button to pass to an open receiver.

CONTROLLING THE RECEIVER

Once the ball is in the air, the receiver automatically completes his pattern. You can take control of the intended receiver by pressing the **A** Button and then use the Control Pad to move him in any direction.

OFFENSIVE AUDIBLES

If you wish to call an audible at the line of scrimmage, press the **B** Button before the ball is snapped, followed by the **A** Button, **B** Button, or **R** Button to select your audible. Press the **L** Button to cancel without selecting an audible. For more information, ➤ *Game play Options* on p. 13.

NO-HUDDLE OFFENSE

If the clock is quickly ticking and you're hurrying down field, hold down the **A** Button immediately after a play to get back to the line of scrimmage without consulting the playbook. The offense runs the previous play. Hold down the **B** Button immediately

after a play to get back to the line of scrimmage and run the QB stop the clock play. After the snap the QB will immediately spike the ball.



DEFENSIVE PLAYS

The quarterback must go down, and he must go down hard. To run the defense, select your plays the same way you select your offensive plays. Once the offense chooses its play, you must choose your defensive play within 5 seconds or you run the same play from the previous down.

- ▷ On the line of scrimmage, press the **L** Button or **A** Button to select a player to control. You can use the Control Pad to reposition the player before the snap.
- ▷ To show blitz, press the **R** Button.

CONTROLLING THE DEFENSE

- ▷ To switch to the player closest to the ball during a play, press the **A** Button. Press the **B** Button or **L** Button to make a tackle.

DEFENSIVE AUDIBLES

If you wish to call an audible before the offense snaps the ball, press the **B** Button followed by the **A** Button, **B** Button, or **R** Button to select your audible. Press the **L** Button to cancel without selecting an audible. For more information, ➤ *Game play Options* on p. 13.

PAUSE MENU

At any time during a game, press **START** to pause the game and view the Pause menu. While using any of the options, press **START** to return to the Pause menu.

RESUME GAME

Get back to the action on the field and continue your quest for victory.

INSTANT REPLAY

Watch a replay of the last play. Change your view of the field by using the Control Pad to move the cursor around. Press the **B** Button to advance a frame. Press the **A** Button to view the replay. To rewind the replay, press the **L** Button and press the **R** Button to fast forward.

GAME PLAY OPTIONS

Adjust your Game play options. (► p. 13)

CALL TIMEOUT

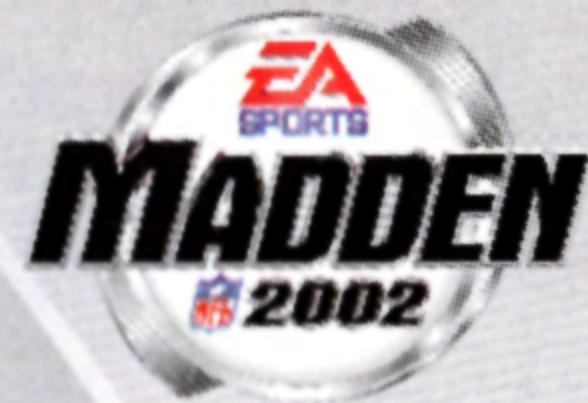
Each team is allowed three timeouts per half. A timeout stops the game clock and resets the play clock to 25 seconds. You must select a new play after a timeout.

SUBSTITUTIONS

Sub players in and out of the lineup. (► *Substitutions* on p. 15).

STATISTICS

Read game and team statistics plus a scoring summary.



Game Stats: Read a statistical breakdown of the game for both teams. View time of possession, total yards, fumbles, third down conversions, and more. Press the **L** Button or **R** Button to view more stats.

Team Stats: Read a statistical breakdown for individual players on a team. Press the **L** Button or **R** Button to view more stats.

Score Summary: The Score Summary gives a breakdown by quarter of each score during the game, including the players involved, the type of score, and the time of the score.

CREDITS

View game credits for *Madden NFL 2002*.

END GAME NOW

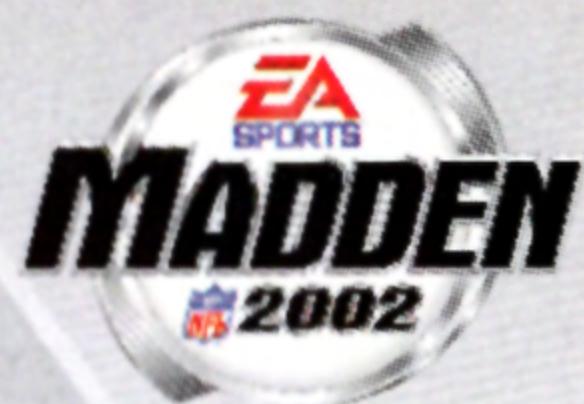
End the current game and return to the Game Setup menu.

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Redwood City, CA 94063-9025

World Wide Web: <http://techsupport.ea.com>

Warranty Inquiries: warranty@ea.com

Warranty Fax: 650-628-5999

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 628-5999

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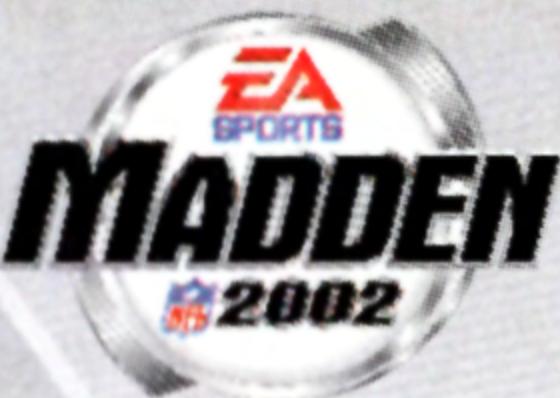
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